

HOW TO BEAT JAWS ON NES

THE EASY WAY

UNOFFICIAL STRATEGY GUIDE

*This time there's
no escape!*



JAWS



WRITTEN BY:

STEVEN LYNN & NATHAN HARRINGTON

THE WORLD'S EASIEST WAY TO COMPLETE HARD VIDEO GAMES

The Easy Way: Jaws

Series 1

Written By:

Steven Lynn (8-Bit Steve) & Nathan Harrington (Slackanater)

Copyright (C) 2021 by ZWL Media All rights reserved. This book or any portion thereof may not be reproduced or used in any manner whatsoever without the express written permission of the publisher except for the use of brief quotations in a book review.

This book is produced under Fair Use. Fair use is a legal doctrine that promotes freedom of expression by permitting the unlicensed use of copyright-protected works in certain circumstances. Section 107 of the Copyright Act provides the statutory framework for determining whether something is a fair use and identifies certain types of uses—such as criticism, comment, news reporting, teaching, scholarship, and research—as examples of activities that may qualify as fair use.

Printed in USA

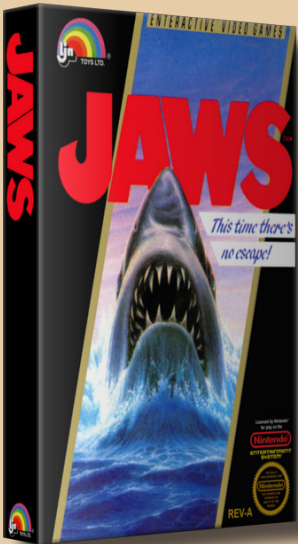
First Edition, 2021

ISBN: 978-1-954-806-01

EasyWayGuides.com

TABLE OF CONTENTS

GAME INFO.....	4-5
SCREENS.....	6
CONTROLS.....	7
ITEMS.....	8
ENEMIES	9
OVERWORLD MAP.....	10
THE ORCA, HARBORS, THE MINI-SUB.....	11
ENCOUNTERS, SHELL FARMING.....	12-13
BONUS STAGES.....	14
THE EASY WAY.....	15
THINGS TO KNOW.....	16-17
ROUTE 1, ENCOUNTER 1.....	18
ROUTE 2, ENCOUNTER SKIPPING.....	19
ENCOUNTER 2, BONUS STAGE.....	20
RECEIVER, ROUTE 3.....	21
ROUTE 3 MAP, ENCOUNTER 3, POWER 2.....	22
ROUTE 4, POWER 3.....	23
SHELL SCENARIOS.....	24
JAWS ENCOUNTER FIGHT.....	25
JAWS VS THE ORCA, BOAT RAMMING.....	26-27
ENDING.....	28
EXTRAS, CODES, CHEATS.....	29
SOURCES & THANKS.....	30



My first experience with Jaws was renting it from our local video store. I was the youngest of five and often did not get much time behind the controller. I do remember that all of us liked the game enough to ask multiple times to rent it, but we never owned the cartridge. Jaws is firmly engraved in my childhood memories, though I could not tell you with certainty if I was ever able to beat it. Now three decades later, I'm still playing this game. Not only to beat it but to find the easiest, or even fastest way to beat the game. We continue to push the boundaries of what is possible in Jaws. There is no telling what we will find next.

- Slackanater

I would guess that most people believe this game is based on the 1975 movie Jaws. Instead, it's actually based on the fourth movie in the franchise, Jaws: The Revenge. In fact, a lot of the screens in the game are direct 8-bit copies of movie images. The Orca and the plane are both from the movie, and the ending is even the same. I have no memories of ever playing Jaws as a kid, and I do not think I have ever watched a single movie in the franchise. I did not play the game until many years later when I was older, and it was only so that I could learn how to complete it. I think the game can be fun to play, but the ramping difficulty ruins the experience for any kind of casual play through.

- 8-Bit Steve

Developer: Atlus, Westone Bit Entertainment
Publisher: LJN
Programmer: Michishito Ishizuka
Artist: Ryuichi Nishizawa
Composer: Shinichi Sakamoto
Platform: NES
Release: North America, November 1987
Genre: Action
Modes: Single-player



STORY



This can't be! There has never been a great white in these warm tropical waters before. NEVER! This is more than a coincidence... this shark appears to be possessed... as if it's hunting you down... like it's personal. You'd better prepare yourself and strike back before it's too late. Will you use the mini-sub, sea plane, sail boat, or just scuba gear? Perhaps it won't even matter. Remember, this is some kind of unbelievably powerful eating machine you're dealing with. Quick, grab your weapons, pack your explosives and check your maps. It's out there... You know it... And it's coming for you. This is serious! This is the ultimate Jaws challenge, because this time it's not over until only one of you is left alive.

LIVES / CONTINUES

If you touch any of the enemies in this game, you are killed from a single hit. There are a few exceptions to this, such as being hit while in the Orca during encounters, being hit while in the mini-sub during an encounters and the short invincibility period granted after those two occurrences. You start the game with three lives and acquire more lives at certain score barriers. Once you lose all of your lives, the game is over; there are no continues. When you die, you lose half of your shells, your crab speed bonus, the receiver, any mini-subs on the map and your power level decreases by one.



OBJECTIVE



The objective of the game is to kill Jaws. To do that, you will need to increase the power level of the Orca. In the "The Easy Way" you will power up to level 3 or 4 depending on how many shells you collect. This level of power is plenty to dispatch Jaws. Every time you have an encounter the difficulty of the game increases. It eventually reaches a cap of difficulty, but there is really no reason to play the game beyond power level 3 or 4, except for fun. Jaws will be present on the map the entire game and will often engage you during encounters. Jaws will heal four health bars after an encounter and he will be fully healed if you die.

SCREENS

OVERWORLD



In the Overworld, you will control a ship named the “Orca”. You will need to navigate the Orca around the Overworld to power up and defeat Jaws. Jaws will be hot on trail the entire time, so watch out for him! You will see his fin poking out of the water when he is close, and when you have the receiver, you will hear a beeping noise that will get faster the closer Jaws is to the Orca. There will also be an HUD (heads up display) at the bottom of the screen that shows your score, shell count, power level, and Jaws’ current health.

ENCOUNTERS



Encounters will take place as you move around the Overworld. They will trigger automatically and are based on the position of Jaws and the number of tiles that you have moved. During encounters you fight jelly fish, stingrays, baby sharks, and the dreaded Jaws. You will also collect stars, crabs, and most importantly, shells. Shells are the currency of the game. You will need them to buy the receiver and power up the Orca at harbors. During encounters you will control a diver. The object is to avoid touching anything other than power-ups because you are killed in a single hit.

BONUS STAGE



Bonus stages will occur on every third encounter. You will fly a plane across the sky and attempt to drop bombs on unsuspecting jelly fish. There are thirty jelly fish per bonus stage. The more jelly fish you hit, the more your score and bonus shells go up. If you hit every jelly fish, you will receive 10,000 bonus points. For every three jelly fish you hit, you will receive one bonus shell. You can speed up and slow down the plane by pressing in either direction. The bonus stages will change every time, but will always occur after the same number of completed encounters (see page 14). They will also become more difficult as the game progresses.

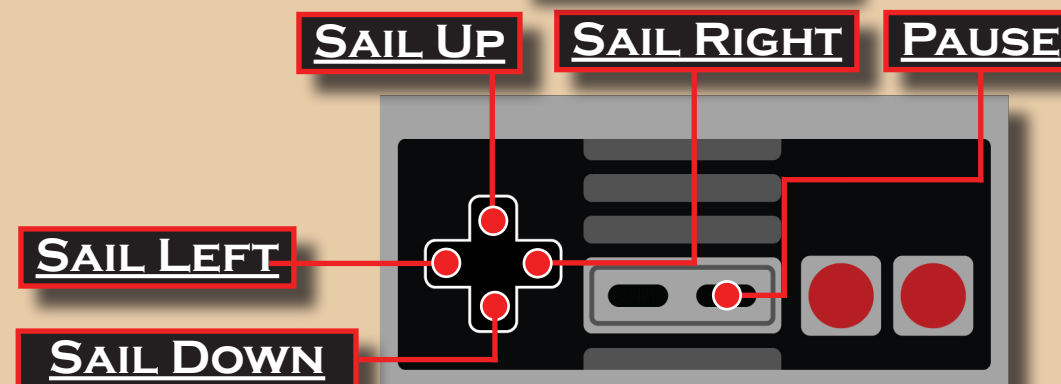
STATUS SCREENS



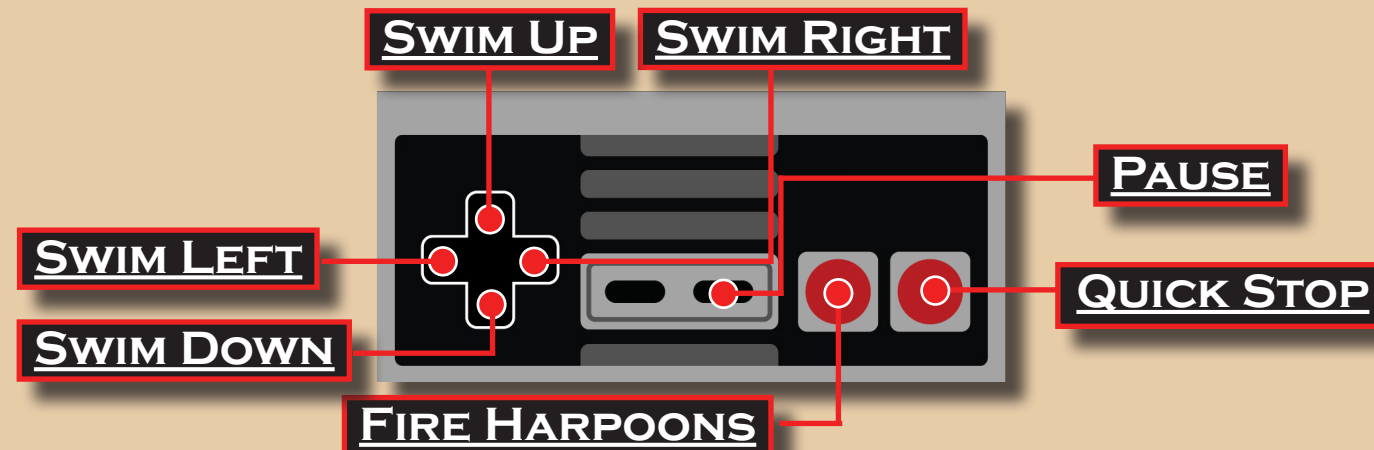
The Status Screen will show you how many lives you have and the current high score. This screen is shown at the beginning of the game, and after you are killed. It also shows the HUD from the overworld screen. The second type of Status Screen is shown when you dock in a port to power up. There is a unique screen for when you get the receiver. When you power up the Orca you will see a third status screen stating “Power Level Increased”.

CONTROLS

OVERWORLD



ENCOUNTERS



JAWS ENCOUNTERS

If you have an encounter that is triggered by Jaws running into you in the Overworld, you will start the encounter in the Orca. You can only move left or right across the water, and pressing B or A will throw bombs at Jaws. As soon as Jaws touches the Orca, you will be transformed into the diver or the mini-sub and be given a short period of invincibility.

BONUS STAGES

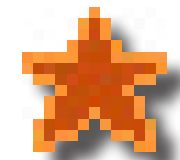
During bonus stages, the plane will fly automatically. If you press in the direction the plan is flying, you will speed up. If you press in the opposite direction the plane is flying, you will slow down. Pressing the B button will drop bombs into the water.

JAWS VS THE ORCA

When fighting Jaws with the Orca at the end of the game, pressing left or right will move the Orca in the desired direction. Pressing A will flash a strobe light that will stun Jaws, and make him jump out of the water. Pressing B will ram the tip of the Orca into Jaws once he has been hit with a strobe light.

ITEMS

STARS



Stars are dropped by jelly fish and rays during encounters. Collecting a star will grant you between 500 and 2,000 points. Stars will fall directly below the enemy that they drop out of, and they will spin in place once they hit the bottom. Stars have no other benefits or effects.

CRABS



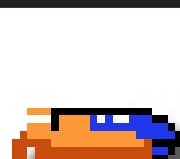
Crabs are dropped by jelly fish and rays during encounters. Crabs will drop to the bottom of the ocean floor and run towards the edge of the screen. Collecting a crab will grant your diver a speed bonus and 30 points. You can stack three speed bonuses. Any crabs after that will only grant you 30 points.

CONCH SHELLS



Conch shells are dropped by jelly fish, rays, and baby sharks during encounters. They can also be obtained in bonus stages. Collecting a shell will grant you 30 points. Conch shells are the currency of the game. You will need them to buy the receiver, power increases for the Orca, and extra strobe lights.

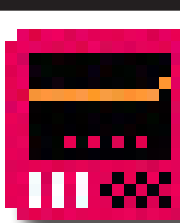
MINI-SUB



The mini-sub is a power up for the diver during encounters. It is much faster and more maneuverable than the diver. It can fire bombs and harpoons at enemies. If you are hit while piloting the mini-sub, you will be transformed into the diver, therefore; the mini-sub gives you one hit of protection. A mini-sub will appear on the Overworld map every 30,000 points. There are three locations it can appear, and the location is random each time. If there is a mini-sub present on the overworld map and you die during an encounter, the mini-sub will disappear.

***See Overworld map on page 10**

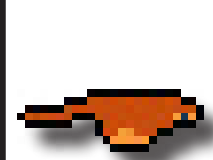
RECEIVER



The receiver is a necessary item to complete the game. It will give you an audio cue that will increase in speed when Jaws gets closer. It will also visually indicate his proximity with a spiked line similar to a heart monitor. You will acquire the receiver in exchange for five shells in Harbor 2. If you die, you will need to buy the receiver again at Harbor 2 before you can power up any further.

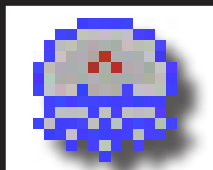
ENEMIES

STINGRAYS



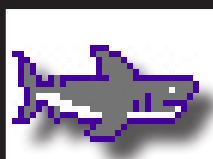
Stingrays will spawn on either side of the screen and swim directly at you. They will swim off screen and then return at your elevation to swim at you again. They will only swim horizontally, and will only change elevations after leaving the edge of the screen. They will swim reasonably slowly and are easy to avoid. In later encounters, it is possible for a “fast ray” to spawn. These rays swim significantly faster than normal rays. Stingrays will always take 2 hits to defeat no matter what power level the Orca is at. Hitting a ray with your spear gun will stun them for a brief time.

JELLYFISH



Jellyfish will spawn at the bottom of the screen and travel vertically upwards. They will spawn in one of 16 positions at the bottom. As a general rule, the game will avoid spawning them directly underneath you. Jellyfish only take one hit to defeat. Jellyfish will disappear when they reach the top of the water.

BABY SHARKS



Baby sharks will occasionally spawn during some encounters. They will spawn off the side of the screen and swim towards you. They will also change elevations to follow if you try to avoid them. Baby sharks are basically just smaller, faster, versions of Jaws. They take many hits to defeat and always drop a conch shell when killed. Baby sharks will be stunned for a brief period after being hit with the spear gun.

JAWS

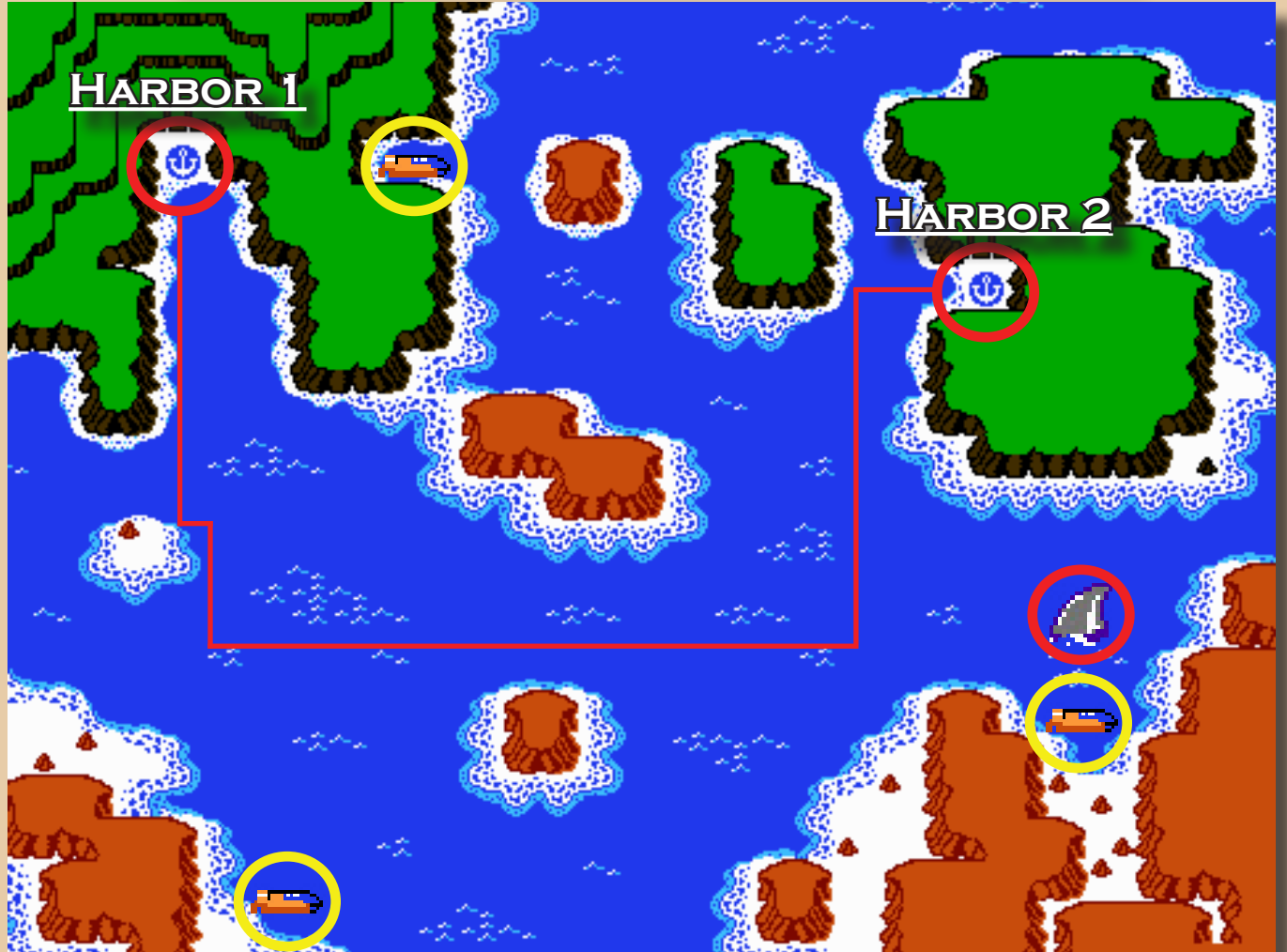


Jaws is the main bad guy, final boss, and he will eat you! He is constantly hunting you from the second you take control of the Orca. He is invisible most of the time, but when he gets close, you can see his fin poking out of the water right before he attacks you. When you have the receiver, it will make it a lot easier to know when Jaws is close; the audio alarm will give you more time to retreat. You will need to fight Jaws in an encounter first and drain his health bar to zero. You will then be taken to the final area of the game, where you will need to ram the tip of the Orca into Jaws. Jaws will heal four bars of health after every encounter.



10

OVERWORLD



Jaws will start at the bottom right of the Overworld map. He will always be trying to chase after you and he will adjust his directions based on your movements. You will start the game at Port 1 and be returned there if you die. The red line indicates the correct path to take during “The Easy Way.” The yellow circles mark the three locations that the mini-sub can appear after you reach 30,000 points. The location that is chosen is random. The red circles show the positions of Port 1 and Port 2. Port 2 is the only port at which you can acquire the receiver.

HARBOR BUY LIST



- 5 Shells - Receiver (tracks Jaws)
- 10 Shells - Buys An Extra Strobe
- 3 Shells - Power Level 2
- 5 Shells - Power Level 3
- 7 Shells - Power Level 4
- 10 Shells - Power Level 5
- 15 Shells - Power Level 6
- 20 Shells - Power Level 7
- 25 Shells - Power Level 8
- 30 Shells - Power Level 9

OVERWORLD

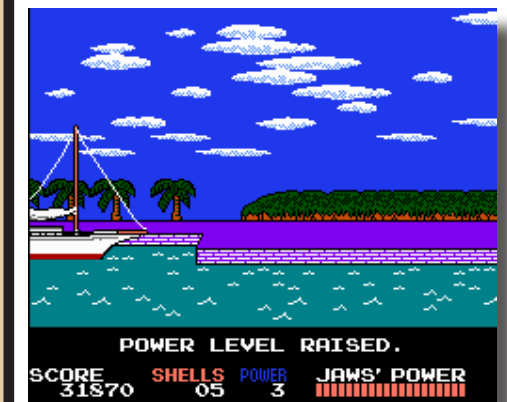
11



THE ORCA

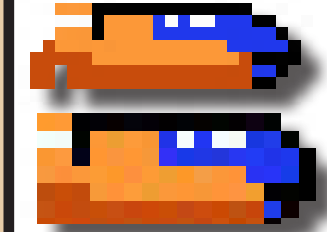
The Orca is the ship that you will use to navigate the Overworld and fight Jaws at the end of the game. You cannot travel diagonally with the Orca. Pressing one of the four cardinal directions on the d-pad will move the Orca one game tile in that direction. Once you start moving into a tile, you cannot stop the Orca until it reaches the center of the tile. You can hold another direction while the Orca is moving into a tile, this will allow the Orca to move immediately in that direction once it reaches the center of a tile. During “The Easy Way,” the more precise you move the Orca the better. Delaying inside tiles or not following the exact path that is laid out in the guide can affect the position of Jaws and the timing of encounters. As you play the game more, you will become more comfortable with the way the Orca moves. It is not difficult to get the precise results needed from the Orca movement, but it will take a bit of practice.

HARBORS



There are two harbors in the Overworld. You start at Harbor 1; however, you will need to enter Harbor 2 first to obtain the receiver. After you have the receiver you can head back to Harbor 1 to power up the Orca. Then, alternate ports after until you reach power level 9. You must go in order from power level 2 through 9. You cannot skip power levels by having more shells. Entering Harbors after you have power level 9 will grant you additional strobe lights. Strobe lights are used during the final fight with Jaws. When you die, you lose; half your shells, your crab speed bonus, the receiver, any Mini-sub on the map, and your power level decreases by one. This means that you will need to enter Harbor 2 before powering up the Orca again at Harbor 1. If you enter a harbor without the correct number of shells, you will hear a buzzer; and the message, “You Need More Conch Shells,” will be displayed.

MINI-SUB



The mini-sub is a power up that will spawn every 30,000 points (30,000; 60,000; 90,000; etc.). It will transform your diver into a mini-sub during encounters. The fire rate of the mini-sub is much faster, and the sub has two firing modes. Just like the diver you can fire spears. These spears will do the damage of your current power level. You can also fire bombs. Bombs will deal double the damage of your current power level. If you take a hit while in the mini-sub, you will turn back into the diver, providing you a single hit of protection. The mini-sub will randomly spawn in one of the three locations indicated on the Overworld map on the previous page. Once you lose the mini-sub by getting hit, you cannot get it again the rest of the game. If you spawn the mini-sub it will persist in the Overworld until you collect it, or until you die. If you die without collecting the Mini-sub, you will need to reach the next 30,000 point barrier to regain the mini-sub.

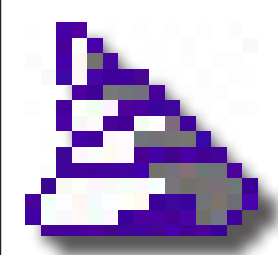
ENCOUNTERS

WHAT ARE ENCOUNTERS?



Encounters will occur as you travel across the Overworld map. They come in two different forms: deep sea and shallow. When an encounter happens you will hear an alarm noise and the screen will read, “You’ve Hit Something!” Encounters are where the majority of the action in the game takes place. Encounters occur based on how many game tiles you move the Orca and are referenced by the game according to a table. When Jaws touches an Overworld object that blocks his movement, the table is changed. Speedrunners can manipulate this table to better predict the movement patterns of Jaws. For “The Easy Way” we are not going to care about that at all. Encounters will last until all of the enemies are defeated or de-spawned. In most cases, a total of 24 enemies will spawn. Jelly fish and stingrays will de-spawn when they reach the very top of the water; however, baby sharks will not de-spawn and must be killed. If an enemy drops an item, such as a star, crab, or shell, those items will count as if the enemy is still alive, and will need to be collected or de-spawned before the encounter ends. You only have five seconds to collect an item before it de-spawns. You will control a diver armed with a spear gun and will need to destroy jellyfish, stingrays, and baby sharks and fight Jaws during the first phase. This is where you will collect crabs, stars, and, most importantly, shells. Shells are needed to get the receiver and to power up. Your diver’s power only affects the shots that you land on Jaws; it does not increase the damage you do to any other enemies. You can only have three spears on the screen at a time, so try and be precise with your shots. Touching any enemy in the game will kill you instantly, so be careful! Every time you complete an encounter, the difficulty of the next encounter will be increased. If you die during an encounter, that particular encounter will remain, and you will need to play it again. Eventually, jellyfish will start traveling diagonally, which will make the encounters very difficult. This is one of the main reasons why “The Easy Way” will instruct you to fight Jaws at power level 3 or 4, so that we can minimize the number of encounters.

SHELL FARMING



There are many factors that determine what items enemies will drop. Your diver position, which enemies are on the screen, when the enemies are de-spawned or killed, and when items are collected all affect the drop tables. In the walk-through section of each encounter, the guide will detail exactly what movements to perform and what position to be in. “The Easy Way” method for dealing with these encounters is called “Shell Farming.” It involves staying in one of the corners at the bottom of the encounter and killing stingrays as they approach. By using this method, you are actually manipulating the RNG (random number generator) of the game. We have done this to get you an easy and understandable way to get the number of shells that are needed, while also keeping you incredibly safe from danger during the encounters. Essentially, this is the best way to get nearly the same results every time you play. In a game like Jaws that has a lot of RNG, predictability is a powerful weapon.

ENCOUNTERS

DEEP SEA ENCOUNTER



If you are away from the coast line and an encounter is triggered, you will get a deep sea encounter. These are the encounters you want to have. You have a lot of space to move around and avoid enemies. These encounters will generally last longer, because the stingrays and jellyfish will have to swim all the way to the top to de-spawn. Staying low during a deep sea encounter will allow you to extend the time you can fight Jaws in phase 1. “The Easy Way” will detail the strategies used in these encounters to stay alive and obtain a large number of shells.

SHALLOW ENCOUNTER



If you are touching the coast line or close to it when an encounter is triggered, you will get a shallow encounter. Shallow encounters are far more dangerous than their deep sea counter part. You have nearly no space to dodge enemies, and as the difficulty increases, they become the most difficult thing in the game. Follow the outlined path in “The Easy Way”. This path will take you near the least amount of possible shallow encounters. If you accidentally spawn one of these encounters, it is best to stay at the top of the water where it is safe and wait for the encounter to end.

JAWS ENCOUNTERS

If you see a fin sticking out of the water next to you, this means Jaws is trying to attack the Orca. If his fin touches you, an encounter will be triggered. The Orca is faster than Jaws, so you can out run him if you react in time. If an encounter is triggered in this way, you will start at the top of the water in the Orca. Launch bombs at Jaws as he approaches you. He will quickly ram the Orca, and you will be transformed into the diver, this will give you a temporary period of invincibility, use it wisely. If you trigger an encounter on an Overworld tile while Jaws is nearby, he will swim into your encounter part of the way through it.



WHAT ARE BONUS STAGES?



Bonus stages occur after two encounters, and then after every three encounters. You will control a plane that is flying over the ocean. Jelly fish will spawn underneath you in sets of five at a time. You will need to drop bombs on the jellyfish as you fly over them. The bonus stages will increase in difficulty as you progress through the game, just like the encounters. The jellyfish will start to move faster, persist on the screen for a shorter time, and move in patterns that make them harder to hit. The more jellyfish you hit, the more points you will score, and the more bonus shells you will receive. If you hit all 30 jellyfish, you will receive and additional 10,000 points. You will be awarded one bonus shell for each three jelly fish that you hit for a maximum of 10 bonus shells. Pressing either A or B will drop bombs, and these buttons can be alternated to fire bombs very quickly, though there is still a limit to the number of bombs you can have on the screen at one time. Pressing in the direction the plane is flying will speed you up, and pressing the opposite direction that the plane is flying will slow you down. The jellyfish will always alternate which side of the screen they spawn from, which makes it a bit easier to prepare for them.

ENCOUNTER CHART

The “Spawn Cap” column refers to the number of enemies that are allowed on the screen at a time. The “Spawn Rate” column refers to the number of frames between when an enemy is killed and a new enemy is spawned. The NES works on a 60 frame per second clock. The “Total Spawns” column refers to the total number of enemies that will be spawned before the encounter will end. The final column indicates whether or not a bonus screen will occur after completing the encounter. If you die during an encounter, you will have to repeat it. The chart shown here stops at 14, but the game will go on much further the difficulty will continuously increase.

Encounter	Spawn Cap	Spawn Rate	Total Spawns	Bonus?
1	2	40	24	
2	2	40	24	Yes
3	3	30	24	
4	3	30	24	
5	3	20	32	Yes
6	3	20	32	
7	4	20	32	
8	4	20	24	Yes
9	4	10	32	
10	4	10	32	
11	3	10	40	Yes
12	3	10	32	
13	4	10	32	
14	2	10	16	Yes

Jaws is not a very difficult game to complete as long as you can follow the directions, and keep from extending the game too long. In the following pages, you will learn how the game determines when you have encounters, how the game determines which items enemies drop, how to manipulate those things, and, of course, how to fight Jaws in the encounters. If you follow the route laid out in this section, you will beat the game easily. There are certainly a lot of things that can go wrong with the route we are going to show you. Almost all of the things that can go wrong can be worked around, but there are some things that require you to reset the game. The game is very short and should only take you around 10 minutes to complete if done correctly. The main goal of the route is to get powered up to level 3, kill Jaws in an encounter, and then ram him with the Orca in the final scene. To do that, you need a minimum of 13 shells. The bonus stage alone can net you 10 shells. There are also plenty of easy encounters early on where you can get extra shells. Just keep in mind that the longer you play the game, the more difficult the encounters become. It is very easy to kill Jaws in an encounter with power level 3 and nearly fool-proof at power level 4. Playing past those power levels is certainly not worth it, unless it is for fun.

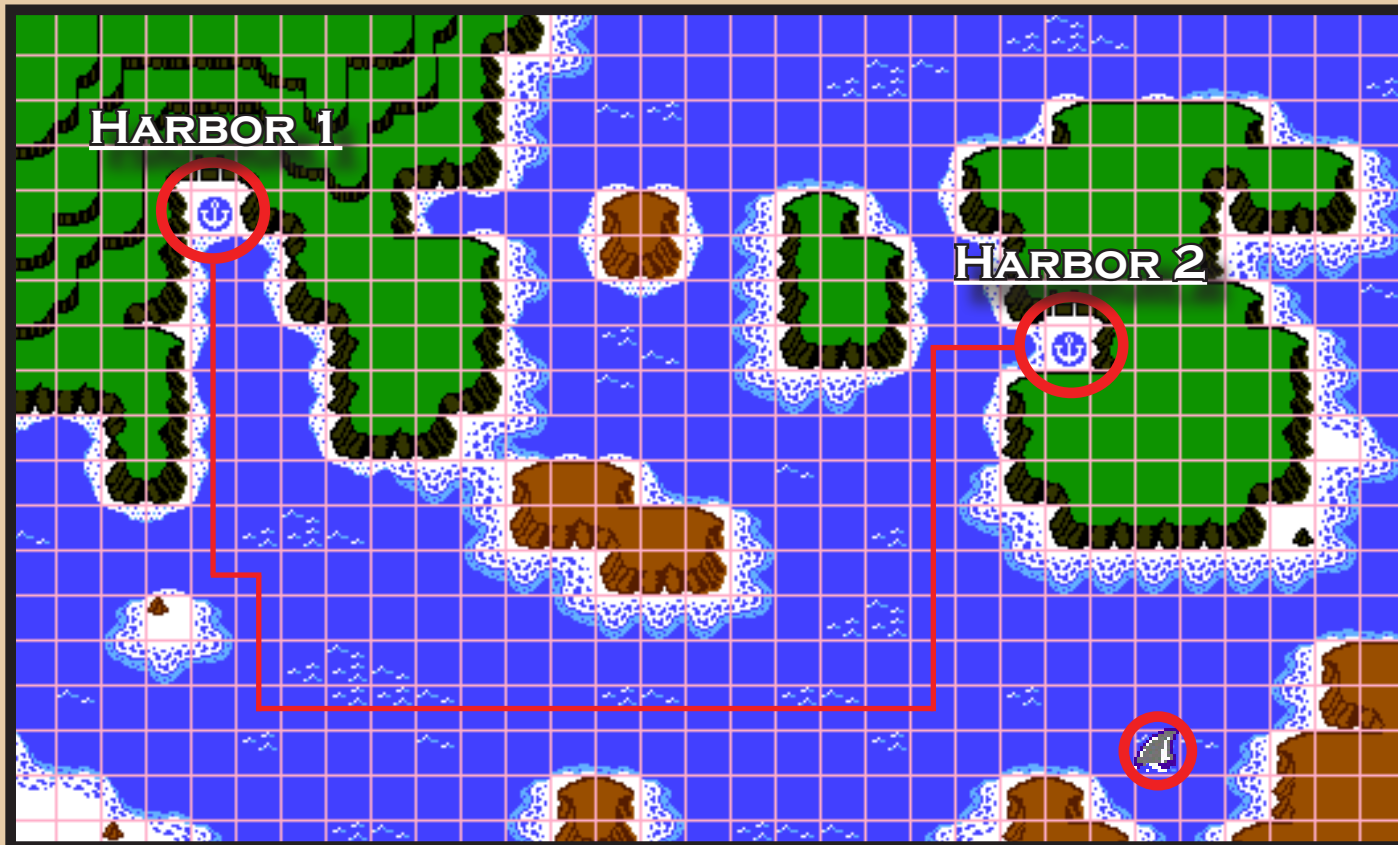
Pausing: Never pause the game if you are using this route. It will alter the way Jaws and the encounters behave.

Turbo Contoller: Unlike with some NES games, the manual does not promote the use of a turbo controller. I understand there is a stigma about using a turbo device. People believe that somehow you are cheating the game or that your play-through is not legitimized if you use one. Unless you are playing the game competitively, I do not put any stock in this train of thought. Using a turbo controller during the Jaws fight will seriously save your thumb and your time. Its not necessary to complete the game, it just makes your life a bit easier.

RNG (Random Number Generator): RNG is a technical term that refers to the way the NES determines certain aspects of a game. These can be things as simple as which way an enemy moves or as complicated as how the end of a level is determined. RNG exists in one form or another in nearly every NES game. Jaws is heavily dependent on RNG. This means the enemy spawn times, item drop rates, and the way Jaws behaves all depend on RNG. If you follow the directions laid out in this guide, you **ARE** manipulating the RNG. You may not notice it, and it is being manipulated in a small way, but you are still controlling the outcomes. The more off script that you go, the more variables will change. If you play the game too long, the encounters become much more difficult. **Stay on the route!** Everything we are telling you to perform is specifically to control the RNG and to reduce negative outcomes.

Resetting the game: Because of how many variables are involved in this game, you will likely have to try multiple times to achieve the correct results. The game is very short, so resetting is not a big deal. We have included alternate routes, and tried to include as many resolutions to possible scenarios. You may see something we didn’t cover, or find a different way of achieving the same results. Keep in mind that the route that we are showing you is based on controlling the variables. Altering them, even when successful, can change things later in the route. If you get lost in the route, just reset the game and try again.

16 THINGS TO KNOW



OVERWORLD ROUTE

It is recommended that you guide the Orca along the route shown in the graphic above, which is indicated by a red line. Slight deviations or mistakes will alter the position of Jaws and change when you have encounters. Overall you will still be able to complete the game if this happens, it will just be a bit more difficult and take more work. On the map below, Jaws spawns in the bottom right corner of the Overworld. You will take your first encounter on the left side of the screen and your second encounter right near where Jaws starts. In some cases, Jaws will attack you during the second encounter or become close enough to swim into the encounter part way through. Don't worry though; there is information later that helps you work around this scenario. If everything goes correctly, you will not fight Jaws at all until you have power level 3.

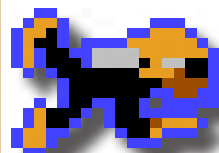
PRECISE ORCA MOVEMENT



The overworld map works in tiles (see the map graphic above). You can move the Orca one tile at a time, but you cannot move diagonally. Jaws can move diagonally, so be careful. Once you start moving into a tile, the Orca will need to completely enter the tile before you can change directions. This means you can hold a different direction while the Orca is moving into a tile for very precise movements. It is also recommended that you hold the direction you want to travel before an encounter completes. This way, you can start moving the Orca immediately. The directions that you should be holding will be indicated in those sections of the walk-through.

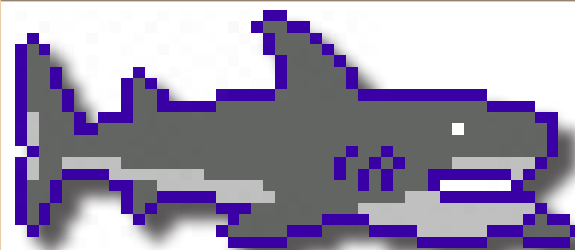
THINGS TO KNOW 17

CONTROLLING THE DIVER



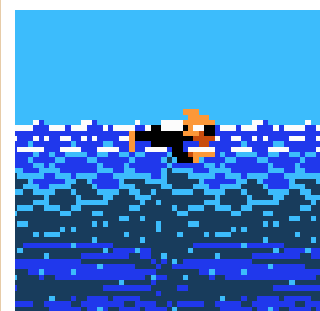
The controls for the diver are simplistic, though they take a bit of time to master. Pressing in a direction will move the diver. The diver will gain momentum as he swims and that momentum will keep you moving for a brief time if you try to switch directions. If you press the A button when switching directions, you will stop much more quickly. When shooting your spear gun, you can only have three spears on the screen at a time. This can get you into difficult situations if you miss or are always firing. Shoot slowly, and be as precise as you can. Just to reiterate, you will die from a single hit from any enemy. Do not take risks by swimming around the encounters; stay at the bottom and follow "The Easy Way."

JAWS BEHAVIOR



Jaws will always be trying to move towards you on the Overworld map. He is easy enough to outrun, but you will likely trigger an encounter when trying to avoid him. It's best to stay on the suggested route and mitigate any Jaws encounters you have. During an encounter with Jaws, he will ram the Orca as fast as he can. When this happens, your diver will have a limited period of invincibility. Jaws will swim off the screen horizontally and then swim back towards you. Just like a baby shark, Jaws will move vertically to try and line up with the diver. Jaws will not turn around if you swim around him until he swims off the screen. When Jaws is hit with a harpoon, he is stunned briefly, just like a stingray or a baby shark. Jaws will also receive "I" frames when he is hit with a spear. I frames is a gaming abbreviation for invincibility frames. It means that after you hit Jaws with a spear, there will be a short amount of time before Jaws can be hit again. Jaws will perform an animation with his tail showcasing the invincibility period. Jaws will persist in the encounter for as long as it lasts. If the encounter ends and Jaws has not been killed, he will heal four bars of health.

SAFETY ZONES



If your diver is at the very top of the water, you cannot be hit by stingrays or Jaws. Baby sharks can still hit you, and you can still be hit by a jellyfish from underneath. In most cases you can use this exploit to avoid Jaws or stingrays in tight spots. If your diver is in this position, you cannot hit enemies with your spear gun. Luckily, if you tap down on the d-pad and move your diver just one pixel lower, you will still be unable to be hit, and you can now connect with spears. For most of the early part of the game, jellyfish will not spawn in locations underneath adjacent to you. This means that if you are sitting at the top of the water, only baby sharks can hit you. Baby sharks and stingrays will always spawn on the opposite side of the screen as you. It may seem like this is not the case because they are loaded into the spawning table slowly. If you are swimming around, you may crash into one on the same side of the screen as you because it loaded there when you were on the other side of it. Stay on one side of the screen to prevent this from happening. This is why the corner strategy used in the "Shell Farming" technique (page 8) is effective. This strategy eventually breaks down in later encounters because the jellyfish spawn a lot closer to you and can move horizontally to hit you. Since you will have more encounters than you need to collect the required shells to complete the game, you can use this exploit to mitigate an unwanted Jaws encounter.

STEP 1 & 2

STEP 1: ROUTE 1

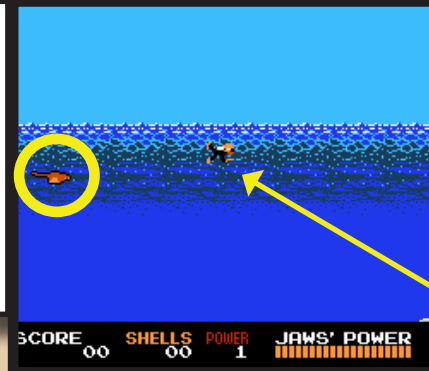
After you press start at the title screen, you will be presented with your first status screen. Hold down on the d-pad during this screen so you can get the Orca sailing immediately.

1. Follow the route down to the rock, turn right one tile, and head down until you line up with the top of the waves.

If you do this correctly you will trigger the encounter on the tile that is lined up with the waves. If you hesitate the encounter may happen sooner or a bit later.

STEP 2: ENCOUNTER 1

Keep your diver still, and wait for the stingray to spawn behind you. As soon as you see the stingray, hold down and right on the d-pad until you are in the bottom right corner. There will be a jellyfish moving up the right side of the screen; make sure to go underneath it. Once you get into the bottom right corner, face your diver left.



SAFETY ZONE

Stingrays will spawn on the opposite side of the screen from your diver. Wait until the stingrays get close enough, then shoot them twice quickly. This strategy does a number of different things. First, it keeps the enemy timings in a very tight pattern without having to perform a complex manipulation. Second, it keeps you safe from being hit by anything. Third, it allows the items that drop from the enemies to be close enough to gather without accidentally swimming into a jellyfish from below. The graphic shows the preferred place that you should kill the stingrays. If you let them get too close, they might hit you, and sometimes there will be more than one stingray to kill. Once you kill a stingray, move your diver towards the item to collect it, then immediately move back into the corner and reset your diver so that you are facing left. You want to move as short a distance as possible. Collect every star and shell. The crabs will run directly into you. You should finish this encounter with at least four shells. You will kill 11 stingrays, keep count. After the 11th stingray is killed, hold down on the d-pad, so you can move the Orca right away. Be prepared to press right after one tile.



STEP 3

STEP 3: ROUTE 2

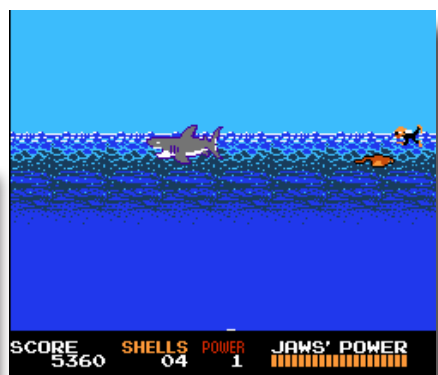
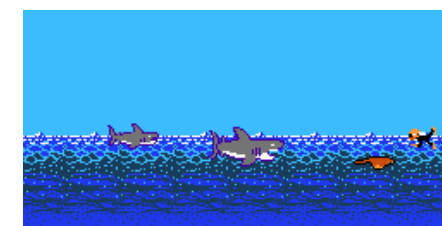
The goal is to move one tile down, then head right. Because you are doing this very abruptly, you may travel an extra tile down before turning. If this happens, you can still continue on with the route. However, you will likely encounter Jaws in the bottom right area. He may attack the Orca early, triggering an encounter, or you may outrun him as you head upwards towards Harbor 2. If you do outrun him, you will trigger an encounter along the route, and Jaws will likely enter your encounter part of the way through anyway.



JAWS SCENARIO / ENCOUNTER SKIPPING

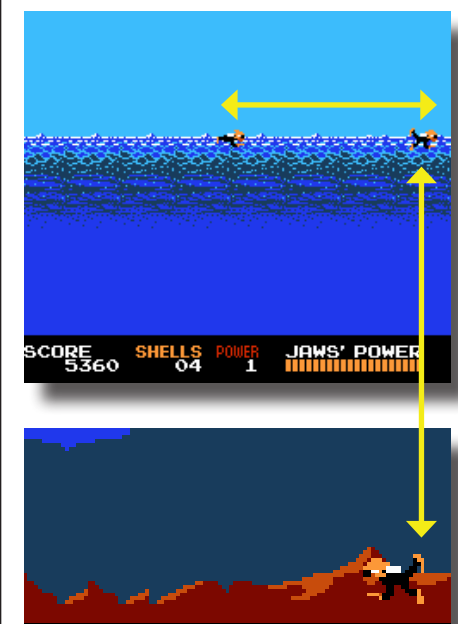
Jaws attacks the Orca / Jaws' fin is chasing you

If this happens, we recommend that you play it safe and skip the encounter. You can do this by not pressing anything when the encounter starts. This will let Jaws knock you out of the Orca, into diver form. This will automatically set you at the very top of the water in the Safety Zone (Page 17). Once you are in diver form, hold right on the d-pad until you are all the way against the right side of the screen, then turn your diver left. Nothing will be able to hit you here (with the exception of the baby shark). Stingrays and jellyfish will quickly swim off the screen and de-spawn. Once you see the baby shark appear on the left side of the screen, you will know the encounter is about to end because the baby shark is the final enemy. You can hit the baby shark across the top of the water because Jaws will not block you. Kill the baby shark from afar, avoid Jaws, and swim down to collect the shell. You can move towards the baby shark as you are attacking it to gain space to avoid Jaws. The encounter will either end shortly after you collect the shell or after the shell de-spawns.



STEP 4 & 5

STEP 4: ENCOUNTER 2



Assuming you did not see the Jaws fin and were not attacked by Jaws, you will have a regular encounter. Hold right immediately, traveling across the top of the water. When you hit the right side of the screen, hold down until you get in the bottom right corner. Then, turn your diver left just like in encounter 1. You will use the same method for dispatching the stingrays. Kill the stingrays when they get close and collect all of the stars, shells, and crabs that drop. You will have to deal with two stingrays at a time in this encounter. The only concern is if they are stacked really closely. This shouldn't be the case, but if they are stacked in this way, kill them a bit farther away than you normally would. This will allow you some extra time to fire your shots. If they are spaced farther apart, kill them as you normally would, but wait until you kill them both to pick up any items that drop. The final enemy will be a baby shark. Just shoot it from afar and collect the shell to end the encounter.

Directly after this encounter you will receive your first bonus stage. Collect as many shells as you can (See Bonus stage page 14).

STACKED RAYS



UNSTACKED RAYS



STEP 5: BONUS STAGE



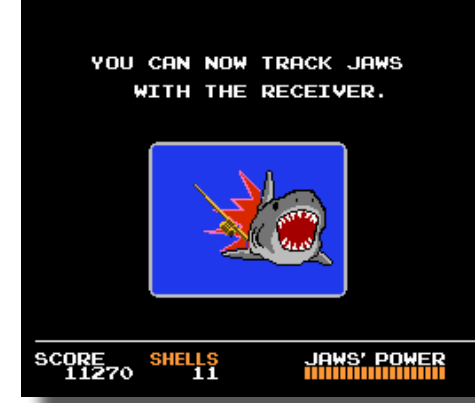
sets of five enemies. The first four sets will follow pattern 1. The final two sets will follow pattern 2. When the jellyfish spawn on the right, the pattern occurs in reverse. You can only have three bombs on the screen at a time, so fire slowly and make sure your shots connect. It is easier to hit the jellyfish as they are rising in the corners. Try to get the plane above those positions by speeding up and slowing down. **Hold up or right on the d-pad as the bonus stages ends, to get the Orca moving right away!**



You should have a minimum of five shells when entering this bonus stage. You need 13 shells to complete the game. If you get eight shells here (24 hits), you will not have to shell farm in encounter 3. Do not worry if you do not reach 13 after the bonus stage, as you can still get three shells in encounter 3. The jellyfish in this bonus stage will start on the left side and alternate sides. There will be six

STEP 6 & 7

STEP 6: RECEIVER



If by some freak accident you do not have five shells after the bonus stage, you will need to reset the game and try again. If you have five or more shells you can continue on, though you want to have at least 10 shells after the bonus stage. This will ensure that you will have the 13 required shells after encounter 3. Any less than that and you will have to farm shells in a fourth encounter before powering up to level 3. Doing that will push your Jaws fight encounter into encounter 5. That encounter is where the difficulty of the encounters starts to ramp up a bit. It is much more ideal if you fight Jaws during encounter 4. Whether you played a regular encounter or a skipped Jaws encounter will determine where the Orca is positioned. If you played a regular encounter, you will want to be holding up on the d-pad after the bonus stages ends. If you have taken the encounter lower on the map, you may need to be holding right for one tile or two tiles and then head up. The goal is to drive the Orca into Harbor 2. Once that is done, you will place a transmitter on Jaws and acquire the receiver item. The receiver will appear at the bottom of the screen and will visually show you when Jaws is close. An audio beep that speeds up when Jaws is near will also alert you to Jaws' position.

STEP 7: ROUTE 3

The way the encounter table works is not fully explained in this book because it is very complicated and really only useful to experts of the game. The important thing to know about route 3 and route 4 is that there is a large gap in the encounter table. This means that you can travel all the way to Harbor 1 and back to Harbor 2 while triggering only one encounter. This is, of course, assuming you followed the route correctly and most everything went as planned. You need to be holding left on the d-pad during the receiver status screen so that you can immediately start moving the Orca. Route 3 is simply the reverse route you took to get to Harbor 1, with the exception of a small change to the back end. You will take the encounter along the lower section of the route in most cases, but depending on your timing and accuracy, you may trigger the encounter when traveling upwards towards Harbor 1. To prevent you from triggering a shallow encounter along the coast, travel straight upwards when you reach the edge of the large rock (see route graphic on the next page). Another interesting thing to note is that Jaws will swim away from the Orca briefly after you enter a harbor or after fighting him in an encounter. This means that you need to be quick and precise when leaving Harbor 2 and follow the route exactly. You will almost certainly see Jaws chasing you, but you will outrun him. You should be able to get far enough away from him so that he does not enter encounter 3 part of the way through.

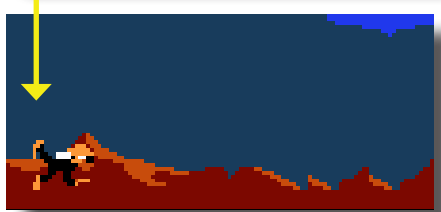
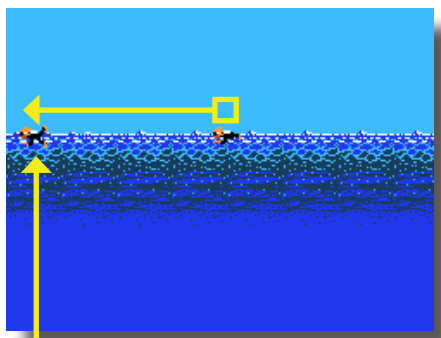
*See Route 3 graphic on the next page

STEP 8

STEP 7: ROUTE 3



STEP 8: ENCOUNTER 3 / POWER 2



Use the same tactics that you used in encounters 1 and 2. Stay in the corner, kill the stingrays when they get close, collect the items, and reset your diver. You should get at least three shells in encounter 3 which is the number of shells you need to power up to level 2. Just like in encounter 1, there will be 11 stingrays to dispatch. Count the stingrays as you go and **hold the appropriate direction (left, or up)** depending on where you took the encounter so that you can move the Orca immediately. Drive the Orca into Harbor 2 to power up to level 2. **Hold down on the d-pad during the status screen!**

STEP 9

STEP 9: ROUTE 4 / POWER 3 / JAWS

If you have at least five shells, everything went to plan, and you can continue to Harbor 2. If you have fewer than five shells, see the instructions on the next page (page 24). If you have 12 or more shells, you can take an alternate route and fight Jaws at power level 4 (page 24). Assuming you have five shells, follow the same route you took during route 1 at the beginning of the game; **DO NOT STOP!** You will make it all the way back to Harbor 2 without triggering any encounters. Jaws will be chasing you, but you will outrun him.

Hold left on the d-pad during the power 3 status screen! Move the Orca into the open sea as fast as you can to the spot indicated in the graphic. Leave the Orca to sit still in this spot until Jaws attacks you.



SCENARIOS

LESS THAN 5 / 12 OR MORE SHELLS

If you have less than five shells, you will not be able to get to power level 3 at Harbor 2. We recommend that you reset the game and learn the route better so that this scenario does not occur. If you want to continue without resetting, the game will be more difficult and much harder to predict. The biggest problem with continuing is that you will need to fight Jaws in an encounter past 4. If you have 12 or more shells while heading to Harbor 2, you can attempt the power level 4 alternate route.

SCENARIO 1: YOU ARE 1 SHELL SHORT

Instead of traveling up to Harbor 2, stay in the Jaws fight position indicated in the graphic (page 23) and let Jaws attack you. Use the encounter skipping technique explained earlier in the book (page 19). This will result in you acquiring one shell from the baby shark at the end of the encounter. Move the Orca into Harbor 2 afterwards and follow the instructions in **Step 9** (page 23). You will be fighting Jaws during encounter 5 instead of encounter 4. The jellyfish spawn distance is closer to you during this encounter. It will be much more difficult to avoid them while you are trying to damage Jaws. Follow the Jaws fighting instructions in **Step 10** (page 25).

SCENARIO 2: YOU ARE MORE THAN 1 SHELL SHORT

We again recommend you reset the game and learn the route a bit better. If you want to proceed, you are in for a tough challenge. After you collect the shell from the baby shark in encounter 4, keep the Orca in the same position and let Jaws attack you again. Use the same techniques in scenario 1 to skip the encounter (page 19). This will net you one more shell from the baby shark, and trigger a second bonus stage. You should have no trouble with shells after the bonus stage. After the bonus stage, travel into Harbor 2 to acquire power level 3, then follow the instructions in **Step 9** (page 23). The ensuing Jaws fight will take place in encounter 6. This encounter is the first encounter that jellyfish start traveling horizontally, and it will be very difficult for you to fight Jaws in this environment. Follow the instructions in **Step 10** (page 25), and good luck!

SCENARIO 3: YOU HAVE 12 OR MORE SHELLS

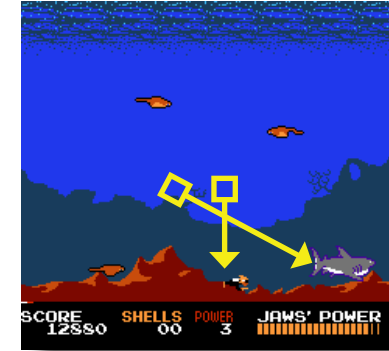
If you want to try something a bit more advanced, you can fight Jaws at power level 4. This makes the Jaws fight faster and slightly less dangerous. This is offset by the fact that you will need to fight Jaws during encounter 5 instead of during encounter 4. Encounter 5 has tighter jellyfish patterns in relation to how close they are allowed to spawn near you, but it is only marginally more difficult than encounter 4, and with a bit of practice is still easy enough. Move into Harbor 2 to get power level 3, then follow the route all the way back to Harbor 1 to get power level 4. As long as you do not hit Jaws accidentally, you shouldn't trigger any encounters along the way. After getting power level 4, move the Orca out of the Harbor and into open sea. Wait for Jaws to attack you and follow the instructions in **Step 10** (page 25). If you hit Jaws or an encounter is triggered before you get to the Harbor, reset the game. A final danger of this method is that Jaws may be waiting for you directly outside of Harbor 2. If this happens you will trigger a shallow encounter when exiting Harbor 1 and will need to reset the game.



STEP 10

STEP 10: JAWS ENCOUNTER FIGHT

There are a couple of things to be aware of about how this strategy works. First, you are staying near the bottom so that the stingrays spawn lower. This means that they will have to swim farther up the screen before they de-spawn, which means that the encounter will last a lot longer. Whenever you have the option, you want your diver as low as possible because the stingrays will always spawn at the same elevation as you. Second, you should avoid moving horizontally if possible, as this will limit the chances that you will run into a jellyfish from below.



1. Keep the Orca in the center of the screen, shoot bombs at Jaws, and let Jaws ram into you. Hold down on the d-pad right after Jaws rams you and go all the way to the bottom of the encounter. Wait for the stingrays to spawn, then move your diver to the position shown in graphic 2. You will see a small tree in the background, highlighted by a yellow circle in graphic 1. Use this as a visual cue.
2. Shoot at Jaws as he comes at you from off screen. When he gets as close as shown in graphic 2, hold down on the d-pad to avoid Jaws as he swims past you, as illustrated by graphic 2 and 3. Once Jaws is past you, face your diver towards him and shoot at him until he leaves the screen, then move your diver back up into the position shown in graphic 2, and repeat this process.

The tricky part of this is to avoid the stingrays. You DO NOT want to kill them, if possible, because this will shorten the encounter time. Keep an eye on where the stingrays are and which direction you will need to travel for safety. You can always move upwards to avoid Jaws if going lower is not safe. Adjust where Jaws will enter the screen by moving vertically upwards or downwards as needed to make sure you have a safe escape in one above or below you.

DYING / FAILING TO KILL JAWS

You will easily be able to defeat Jaws in one encounter using our underwater Jaws strategy. If that doesn't happen, there are a few backup strategies that might save you from having to reset the game. If you fail to kill Jaws on the first encounter, stay still and let Jaws attack you again. He will heal four bars of health if this happens, and you will be in a more difficult encounter, but his health should be very low. If you die during the Jaws encounter, you can move back to open sea and let Jaws attack you again. You will have two encounters to kill Jaws at power level 2 before the bonus stage happens, and the more difficult encounter 6 occurs. This is possible because an encounter needs to be successfully completed before the game progresses the encounters further. If you are at power level 3 and it takes you a second encounter to kill Jaws, and you die, you can go back to the open sea to let Jaws attack you again in the same way.

STEP 11: JAWS VS THE ORCA

All the hard work is done! The final section of the game is essentially automatic. All you have to do is line up the Orca with Jaws, use a strobe, and stab him with the Orca. The first pattern of movements that Jaws takes are determined by the position that the previous jellyfish spawned in. This is mostly useless information. We do not expect you to memorize 16 jellyfish positions and the corresponding jaws movements, then apply that knowledge while you are fighting Jaws, and dodging enemies. Instead you will employ a much easier strategy that involves being very patient and waiting for the right time. You have three strobes, giving you three chances to stab Jaws. Jaws will start at the back of the screen and travel towards you. If he reaches the front of the screen he will bounce off it and return to his original position to start the process over again. You have unlimited time to wait for Jaws to be in the correct position.

ALIGNING THE ORCA TO JAWS / STROBE LIGHTS

The goal is to keep the Orca aligned with Jaws until he reaches the line, then use a strobe, and stab Jaws with the Orca. The correct place to use a strobe is shown in graphics 1 and 4. The game programmers were gracious enough to place lines across the water to help you visualize the position of Jaws. You want Jaws to touch the closest dark blue wave line, before you use a strobe light. As Jaws is coming towards you he can move to the left or right, or continue straight. There are four positions on his path towards you where he can choose to move in one of those three directions, as indicated in graphic 3. Move to the right immediately and line the Orca tip with the center of the wave shown in graphic 2. When Jaws moves into a new position, he will move approximately the amount of space shown in graphic 2 between the Orca and Jaws.

1. If Jaws moves right, try to align with him and adjust if he moves. Align with him before he reaches the strobe line, then use the strobe at the appropriate distance.
2. If he stays straight, wait until he gets close to the strobe line, align with him, then use the strobe at the appropriate distance.
3. If he moves left, hold left to follow him, but always keep slightly to his right in case he moves that way. You probably will not be able to align with him if he moves left too many times, but try to align the best you can or wait for another pass.

RAMMING JAWS WITH THE ORCA

Once you are aligned with Jaws and he reaches the appropriate distance, hit A to use a strobe light, then hit B to stab Jaws with the Orca. Wait to stab Jaws until he spins and you see his belly. If you stab his stomach you will eliminate most of the variables. The tip of the boat must be directly lined up with Jaws, and he must be at the correct distance for you to stab him, as shown in graphic 4. Notice that the tip of the Orca is completely inside the fin graphic of Jaws. Graphic 6 is lined up correctly, but Jaws is too far past the line shown in graphic 1. In graphic 5, Jaws is too far away for the Orca to stab him. Graphics 7, 8, and 9 show the stabbing positions of Jaws. The safest position to stab Jaws is when his belly is facing you, as shown in graphic 7, as it is possible to stab too quickly when Jaws comes out of the water. You can also stab too late, as shown in graphic 9.

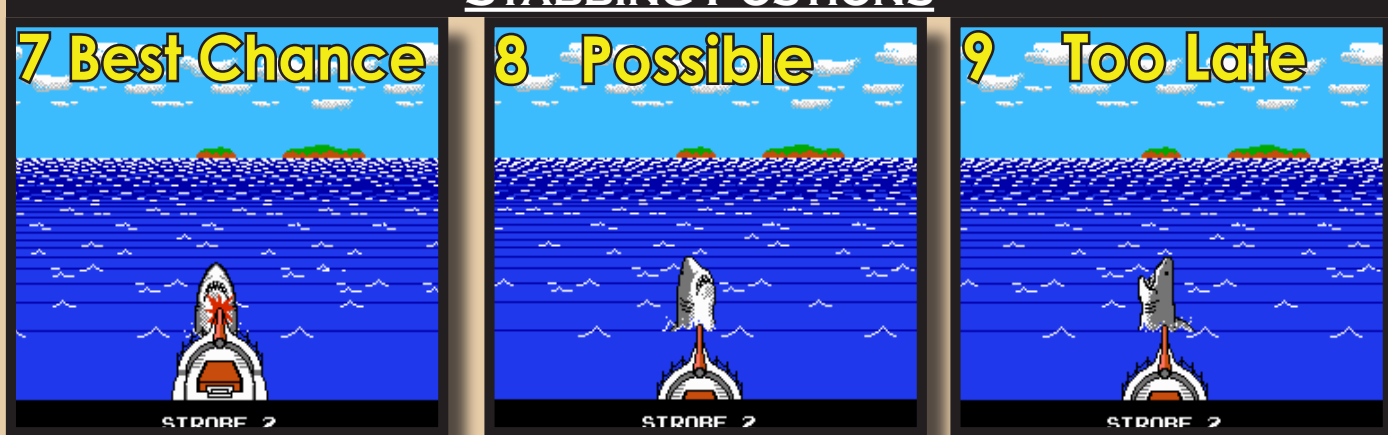
VISUAL CUES



ALIGNMENTS / POSITIONS



STABBING POSTIONS

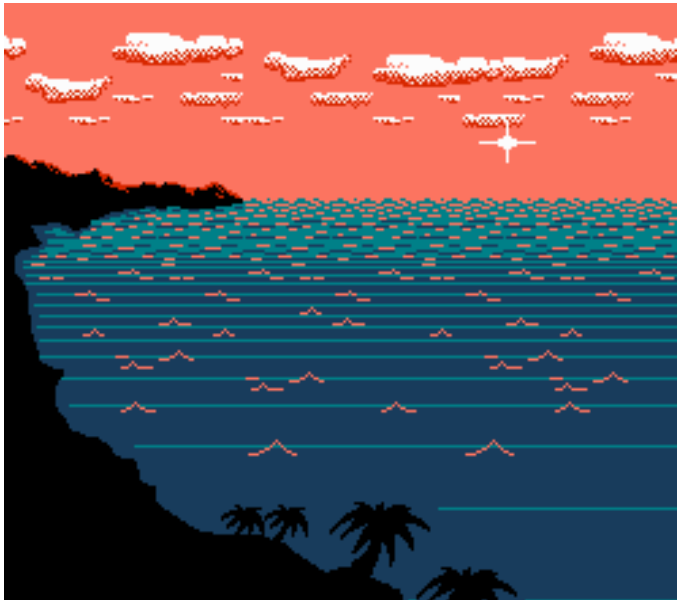
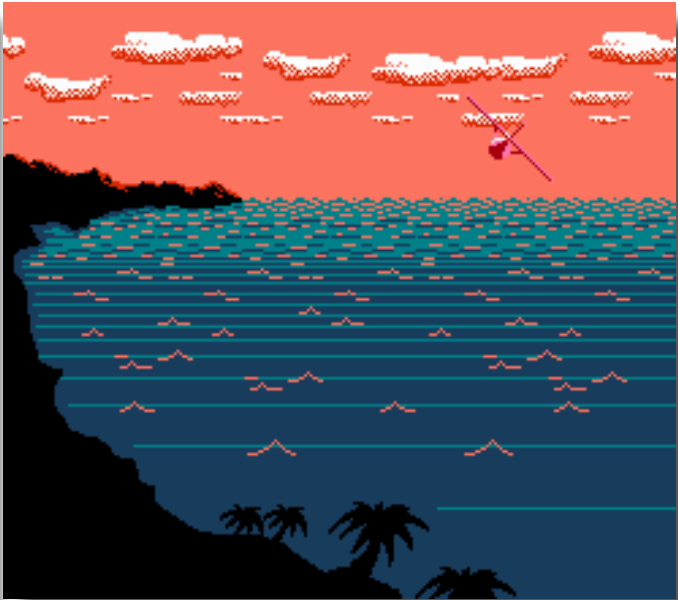


RUNNING OUT OF STROBE LIGHTS

If you fail to stab Jaws after three attempts, you will be brought back to the Overworld, and Jaws will return to full health. If this happens keep the Orca stationary, and fight Jaws again in the ensuing encounter. It will be a more difficult fight because the encounter difficulty will increase.

YOU DID IT!

Jaws is dead! I hope the very short, but somehow soothing, ending is everything you hoped for. You are greeted with a screen showing Jaws falling to the bottom of the ocean. Then, you are met with a beautiful view of the cove. You can see you and your friends flying away into the sunset. As the plane moves out of sight, you see the sun reflecting off the plane and it almost looks like a distant star.



GAME GENIE

Game genie codes used on an original NES are six characters long. There are some codes on the Internet that use eight characters. It is my understanding that these codes can only be used with an emulator and a ROM of the game file. I found a very old website explaining how to convert eight character codes to six character codes and have included the links to this information below.

SZSATSVK	Infinite lives
SZVEYNSE	Infinite shells
PEOAGZLA	Start with one life
TEOAGZLA	Start with double lives
SZSELSTK	Don't lose shells on dying
SZSETSVK	Don't lose power on dying

Code conversion explanation:
http://www.videogamesource.com/genie/gg/create/nas_8_to_6.html



CHEAT MODE

On player 2's controller, hold up, left, and B, then reset the console. When you play, pause and unpause the game while holding a button on the player 2 controller for a certain effect, as listed below.

Effect	Code
A (Diving Mode) - Exit diving	
A (Map Mode) - Instant "You've hit Jaws!"	
A+B (Diving Mode) - Extra nine lives	
B (Diving Mode) - Instant killing of Jaws; proceed to boss fight	
B (Map Mode) - Instant "You've hit something!"	

SOUND TEST

On player 2's controller, hold up, left, and B, then reset the console to find a sound test at the title screen.

GRAPHIC GLITCH

If you are inside the Jaws vs Orca scene (the one where you ram Jaws with the Orca), it will go infinitely. If you let the game sit for along time, (usually 20 minutes or more), the game will glitch all the graphics, though the scene will still continue to repeat.

SOURCES

SPEEDRUN STRATEGIES:

<https://www.speedrun.com/jaws/forum>

JAWS WIKIPEDIA:

[https://en.wikipedia.org/wiki/Jaws_\(video_game\)](https://en.wikipedia.org/wiki/Jaws_(video_game))

SPRITERS RESOURCE:

CREDITS: VAMPIRE, MATTBEARDFACE

<https://www.sprisers-resource.com/nnes/jaws/>

GAME GENIE CODES:

<https://www.gamegenie.com/cheats/gamegenie/nnes/jaws.html>

GAMEFAQ:

<https://gamefaqs.gamespot.com/nnes/520726-jaws>

AUTHOR



8-Bit Steve (Steven Lynn) is a speedrunner and high score enthusiast with over 50 video game world records. He is a fanatic for the NES and pretty much anything from the 80's and 90's. Steve has been a part of several game streaming pages and traveled all over the USA and Europe performing live shows and sharing his love for these old games. You can find out more about Steve at his website listed below.

www.8bitsteve.com

AUTHOR



Nathan Harrington is a Twitch-partnered NES Speedrunner who has held records in Kung Fu, Rygar, Jaws, Double Dragon, and Mario Bros. He is also known for his damageless challenges, beating Ninja Gaiden, Faxanadu, Double Dragon , and more without taking any damage.




www.twitch.tv/slacknater

SPECIAL THANKS

- Heather Lynn
- Sharon Harrington
- Slush.filter
- SpaceColonizer
- Billick
- Christopher Allen
- Josh Bemus
- Kyle Owens
- Universal video
- Funcoland
- Wild Bills Video

Thank you to everyone that has supported Easy Way Guides and to everyone that supports Slacknater on his twitch stream. All of you have allowed us to make NES gaming our living, and for that we are eternally grateful. We hope this guide brings you happiness as it is another way we are trying to give back to the retro gaming community!

 [Twitch.tv/Slacknater](https://www.twitch.tv/slacknater)

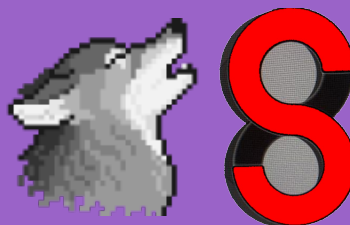
NES speedruns, damageless runs, and beer runs



“A stream best described as ~~not bad~~ NUT BAG!”



- 32 full color pages
- Complete Overworld map
- Detailed descriptions of every enemy and item
- Locations of the mini-sub revealed.
- Detailed control lists for every area type
- Detailed routes to avoid Jaws and power up
- Encounter strategies for shell farming
- Jaws behavior explained
- RNG manipulation and item drops explained
- Every known glitch, trick, and tip is included in the book.
- All known Game Genie codes are included
- The Easy Way method: The easiest and most understandable way to complete Jaws with step-by-step instructions not found anywhere else.



EASYWAYGUIDES.COM